



2011 Summer Math New Kindergartners



Directions: Complete **any 10** math boxes this summer. Color in the box after you complete it. Return the calendar grid to your teacher by FRIDAY, SEPTEMBER 16, 2011.

Books to Read This Summer

How Many Feet in the Bed?

by Diane Johnston-Hamm

Ten Flashing Fireflies by Philemon Sturges

Underwater Counting: Even Numbers

by Jerry Pallotta

Inch by Inch by Leo Leonni

When a Line Bends...A Shape Begins

by Rhonda Growler Greene

Ten Sly Piranhas by William Wise

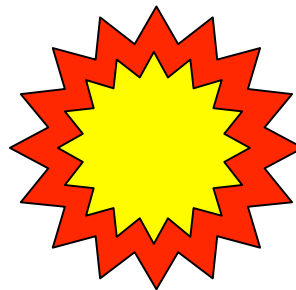
Rooster's Off to See the World

by Eric Carle

Pattern Fish by Trudy Harris

Benny's Pennies by Pat Brisson

The Button Box by Margarette Reid



ATTACH YOUR SUMMER
MATH CALENDAR BELOW

Games to Play with Friends or Family

Compare or Double Compare*

Collect 20¢*

Turn Over 6 (or 10)*

"Mother May I?"*

**Directions for above games are included*

The games below are available at stores

Uno

Monopoly Junior

Mancala

Blink

Dominoes

Mastermind

Blokus

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Read a book with an adult. Count how many pages have pictures. How many pages don't have pictures? Which is more?	Make a hopscotch board outside with chalk. Write the numbers in and play the game.	Roll a die. Make a train with the rolled number of objects. Roll again. Make a new train with the new number of objects. Can you collect one train of each length?	Read <u>Rooster's Off to See the World</u> . Count how many animals are off to see the world.	Help to pack your snack for school. Pack 3 or 4 of each item. How many items did you pack altogether?	Make a picture with 5 of the same object (flowers, cars, candies). Color some of them one color and some another color. Tell a parent how many of each color you have and how many altogether.	Jump 3 times, once like a bunny, once like a frog, and once like a child. Measure each jump. Which jump was the shortest? Longest?
Read <u>Inch by Inch</u> by Leo Leonni. What part of your body can you use to measure?	Play "Mother May I?" with different kinds of steps (hops, jumps). Which kind of step will get you to the "Mother" best?	Play "Mother May I?" again with the same steps. Are your estimates getting better?	Keep track of the weather for the rest of this month. On a picture graph, keep track of rainy, sunny and cloudy days.	Make a picture using 2 circles, 3 triangles and some rectangles. Explain to a friend how you made it.	Write (or ask a friend to write) your first and last name. How many letters in each? How many more letters in your long name than in your shorter one?	As you walk or drive in the car, try to find all the numbers 0,1,2,3...in order. How many do you see along the way? How high can you go?
Play Compare with a friend. Practice skip counting by 5's. 5,10,15,20....	Play Double Compare with a friend. What is your strategy for comparing the total of two cards?	Start a collection of rocks or shells. Estimate how many fit in your hand? Count to see. Put them in order from smallest to largest.	Help sort the laundry (by owner, by color, by size, by item type) Who in your family has the most socks?	Did you see more people wearing shorts, or pants today? Why might that change on another day?	Try a dot to dot online for a fun surprise. Go to www.apples4theteacher.com/dot2dot.html	Read <u>Ten Flashing Fireflies</u> by Philemon Sturges. Instead of fireflies in a jar, count the veggies going into your mouth tonight.
Help set the table for a meal. How many people are there? How many forks, spoons, knives do you need?	Read <u>When a Line Bends ...A Shape Begins</u> by Rhonda G. Green. How many different shapes do you see? Why are they different?	Play a game with a friend. Ask a friend to tell you a number. Then you tell your friend what comes after (or before)that number.	Play the same game again with a friend. What about the game is mathematical?	How many days have you been at school? How many days have you been a Kindergartner? Why might these numbers be different?	Read <u>Pattern Fish</u> by Trudy Harris. Draw, build or sing your own pattern.	Make a list of all the shapes you can think of. Go on a scavenger hunt outside looking for those shapes. Check off the shapes you find.
With chalk, make a repeating pattern design on a sidewalk or driveway near you. Ask an adult first.	Build something with blocks or Legos. Decide how many you will use. Tell someone about the shapes you have made.	Practice counting beginning at numbers other than one. 4,5,6...; 17,18,19...; 32,33,34...	Play online. How many outfits can Bobbie Bear wear? http://illuminations.nctm.org/ActivityDetail.aspx?ID=3 Customize for more fun.	Read <u>Benny's Pennies</u> by Pat Brisson. What would (or could) you do with your pennies if you had some?	Play Turn over 6 (or 10) with a friend. Practice counting forwards as high as you can. Watch out for those sticky decade numbers 30,40,50...	Play the same game again with a friend. Did you use a strategy to find cards that go together? Tell someone about it.

SUMMER MATH CALENDAR

PARENT SIGNATURE: _____

CHILD'S NAME: _____

Directions for Games to Play with Friends or Family

Compare:

Materials: Deck of Number Cards 0-10 (or playing cards with face cards removed)

Object: Decide which number is largest.

How to Play: Divide all the cards evenly among the players. Each player puts out one card. The player with the largest number takes all the cards.

Variations: •The player with the smallest number gets all the cards.

- The players all keep their own cards but the one with the largest (or smallest) number says “Me”.
- Add wild cards to the deck. The player putting out a wild card can make it any digit (0-9).
- Use two cards each turn and decide which total is greatest (**Double Compare**)

Collect 20¢:

Materials: Coins (pennies, nickels dimes), one die.

Object: Add on to your coin totals until you get to the decided amount.

How to Play: Decide on an amount of money to collect (20¢, 25¢, 50¢). Players take turns rolling the die. The player announces the number rolled and takes that number of pennies. The next player rolls and adds his/her pennies to the collection. Players can trade in pennies for nickels or dimes as they go along. The game is over when the collection equals the decided amount.

Turn Over 6

(This game is a variation of Memory or Concentration)

Materials: Deck of Number Cards 0-6 (or playing cards with higher removed)

Object: Find as many combinations of two cards that equal 6.

How to Play: Place all the cards face down on a table in a rectangular arrangement (an array). Players take turns turning over two cards. If the two cards add together to make 6, the player keeps the pair. If the cards do not make 6, the player turns them back over. The game ends when all possible combinations have been taken.

Variations: •Turn Over 10 – Use only 0-10 cards and turn over pairs of cards that total 10.

- Use more than 2 cards to get to 10. If the first two cards turned over equal a number smaller than 10, the player continues to turn over cards until s/he reaches 10 or goes over. Note: This variation usually results in cards left behind which do not make combinations to 10.

“Mother May I?”

Materials: Yourself and a long open space

Object: Reach the “Mother” first (or by the exact length)

How to Play: One player is the “Mother” and stands at one end of the playing area. The other players stand at the other end of the playing area.

Players take turns asking the “Mother” how many, and what type of, steps they can take. “Mother may I take 4 bunny hops” or “Mother may I take 7 baby steps”. The “Mother” either says yes or gives them another choice. The player then takes the given steps toward the “Mother”. The first player to reach the “Mother” without passing “her” is the winner. **Note: This is about estimating length and size of steps. Challenge your child to estimate what type of step is best to get to the “mother”.**